

EVENT #s 1 & 2: ONE AND TWO MAN RACE WITH OBSTACLES

A. Purpose of these two events shall be to canoe through an obstacle course for speed.

B. Special Equipment - none

C. Procedure

1. Prior to the starting signal, the entrant(s) shall be in the canoe with the bow of the canoe not over the starting line.
2. At the starting signal, the entrant(s) shall paddle the prescribed course, starting and finishing at the same line.
3. The entrant(s) must be in the canoe when it crosses the finish line.

D. Scoring

1. The team score shall be determined from the total time for the entrant(s) to canoe the course; time will run until the stern of the canoe crosses the finish line.

2. Penalties

- a. Missing a buoy shall be defined as passing a buoy on the wrong side. This includes the bow on the proper side and showing the buoy amidships on the wrong side.
- b. Submerging a buoy shall be defined as running over a buoy but not showing it on the wrong side of the canoe. This does not include a "miss" such as passing a buoy at the bow on the wrong side, and passing the buoy in the stern on the proper side.
- c. Loss of paddle or failure to return without a portion of a broken paddle shall constitute a penalty.
- d. Any penalty in this event shall be 30 seconds in length.

EVENT #s 1 & 2 ONE AND TWO MAN RACE WITH OBSTACLES

Timing will start with a signal given by an official and will end when the stern of the canoe crosses the finish line. The competitors may take a running start, but may not cross the start line before the signal is given.

Note that:

- the canoe is at least 15' long,
- any paddles that are tied to the canoe may be tied only after the starting signal,
- all paddles that leave the starting line must be in the canoe, at least in part, at the finish (or else a penalty results),
- The canoe must follow the prescribed course; ~~"360 buoys" may be circled in whichever direction the competitor chooses~~
- missed buoys occur when the buoy appears on the wrong side of the canoe,
- a penalty is counted for each "missed buoy", except when the contestants go back and pass the buoy correctly.
- a "submerged buoy" which does not appear on the wrong side of the canoe does not count as a penalty.

EVENT #3: TWO-MAN PORTAGE RACE

- A. The purpose of this event shall be for the first man to paddle across the starting line and then through a designated course. He shall then land and portage his canoe along a specified course. Contained in this course will be a change-off area in which the first man shall pass off his canoe, packboard and paddle to the second man who will then portage along a specified course to the water. He will enter the water and paddle in a predetermined manner across the finish line.
- B. Special Equipment
 - 1. A packboard must be used by each entrant and shall be supplied by his team. The packboard may not have stretchable shoulder straps.
 - 2. No yoke or similar device for portaging the canoe will be allowed.
- C. Procedure
 - 1. The event will be run by the host in any way it desires so long as the sequence of water, land, water enters into the race.
 - 2. At the starting signal the first man shall proceed in a manner appropriate to the course to the change-off area. Then the second man shall continue in a manner appropriate to the course to the finish line.
 - 3. All change-offs shall be completed in the designated area or will result in a penalty of thirty seconds.
 - 4. No entrant shall paddle with the packboard on or portage with the packboard off. Violations of this rule will result in a penalty of thirty seconds.

EVENT #3: TWO-MAN PORTAGE RACE

TIMING will start with a signal given by an official and will end when the stern of the canoe crosses the finish line (with the packboard on board the canoe, or else disqualification results).

Note that:

- the canoe is at least 15' long,
- ~~/~~ any paddles that are tied to the canoe may be tied only after the starting signal,
- no yoke or similar device may be used, but the thwart may be padded,
- change-offs must be completed in the designated area (or else a penalty results),
- a contestant may not paddle while wearing the packframe, nor may he portage without wearing the packframe (or else a penalty results).

EVENT #4: PACKBOARD RACE

- A. The purpose of this event shall be to lash a blanket, a wrapped sandbag and a 10" diameter frying pan, to a packboard and run a course for speed.
- B. Entrants
1. Each team shall enter six men.
- C. Special Equipment
1. A packboard, lashing material, frying pan, and blanket of at least 4' x 6', must be supplied by the competing teams.
 2. The packboard may have any combination of open hooks. The use of a shelf or other similar device to support the weight from the bottom will not be permitted.
 3. The sand bags will weigh 50 pounds for the woodsmen's teams and 35 pounds for the woodswomen's teams.
- D. Procedure
1. Prior to the starting signal the lashing rope shall be coiled, free of knots and on the ground. The blanket shall be spread flat on the ground, and the sandbag shall be on the ground and clear of the packboard, blanket, frying pan and rope. Only this equipment and the man who is to start the event for a team shall be in the starting area.
 2. At the starting signal, the first man will completely wrap the sandbag and the frying pan with the blanket, lash these to the packboard, and run to the first change-off station. Each man proceeds with the pack to the next change station and gives the pack to the next man.
 3. The transfer of the pack must be made in the designated transfer area at each change station.
 4. During this event the packboard may be supported with the hands but at no time may the load itself be supported with the hands.
 5. The packboard and load may be rebound by an entrant during the event if the load shall come loose and touch the ground. An entrant may relash the load at any time at his option, but whenever the load is relashed, it may be done so by only the one entrant involved in the event at the time.
 6. While running the course, each competitor shall honor all stakes and buoys.
- E. Scoring
1. The team score shall be determined from the total time taken by the team entrants from the starting signal until the sixth team entrant has completed the course.
 2. The timing of this event shall not be stopped or delayed for relashing or any other reason other than team withdrawal from the event.

EVENT #4: PACKBOARD RACE

TIMING will start at the signal at the beginning of a heat and will end when the sixth team entrant crosses the finish line.

Check the equipment at the start:

- the packboard may not have a shelf or any other device to support the weight from the bottom,
- the lashing rope may not have knots nor may it be marked; it must be coiled and on the ground,
- the blanket, at least 4' x 6', should be spread flat on the ground.

Note that:

- contestants are fully responsible for making sure that they know the course,
- contestants must follow the designated course, going between pairs of flags; on the ski jump outrun hill, the contestant must touch the flagged pole,
- transfer of the pack must be made in the designated area, or else disqualification results.
- the load may be relashed only by the one contestant carrying it at the time, except when the load falls in the transfer area and the two contestants may work on it (penalty is disqualification).

EVENT #5: FLYCASTING FOR DISTANCE AND ACCURACY

- A. The purpose of this event is for one team member, in a limited period of time, to cast a fly in a manner such that the fly lands at the greatest possible distance from the competitor on or near a given line, which radiates from the competitor's feet.
- B. Each team will enter a man who may not compete in Chainsawing, Axe Throw, Pulp Throw for Distance, Dot Splitting, or Chain Throw events.
- C. Special equipment: identical practice and competition flyrods, reels and line will be provided.
- D. Procedure
 - 1. Each competitor will be given a three-minute practice period with a practice rod on a practice range.
 - 2. At the starting signal, the competitor will begin casting. At any time during the three-minute competition, he may settle his line and vocally indicate to the judge that the position of the fly should be marked.
 - 3. Any means of casting is permissible.
- E. Scoring
 - 1. The distance from each mark to the radiant line will be measured, and then that measurement will be subtracted from the distance between the competitor and the short line's point of intersection on the radiant line (i.e. adjusted measurement equals radiant line distance minus perpendicular line distance).
 - 2. The greatest adjusted measurement will be counted for scoring.
 - 3. Decision of the judge is final.

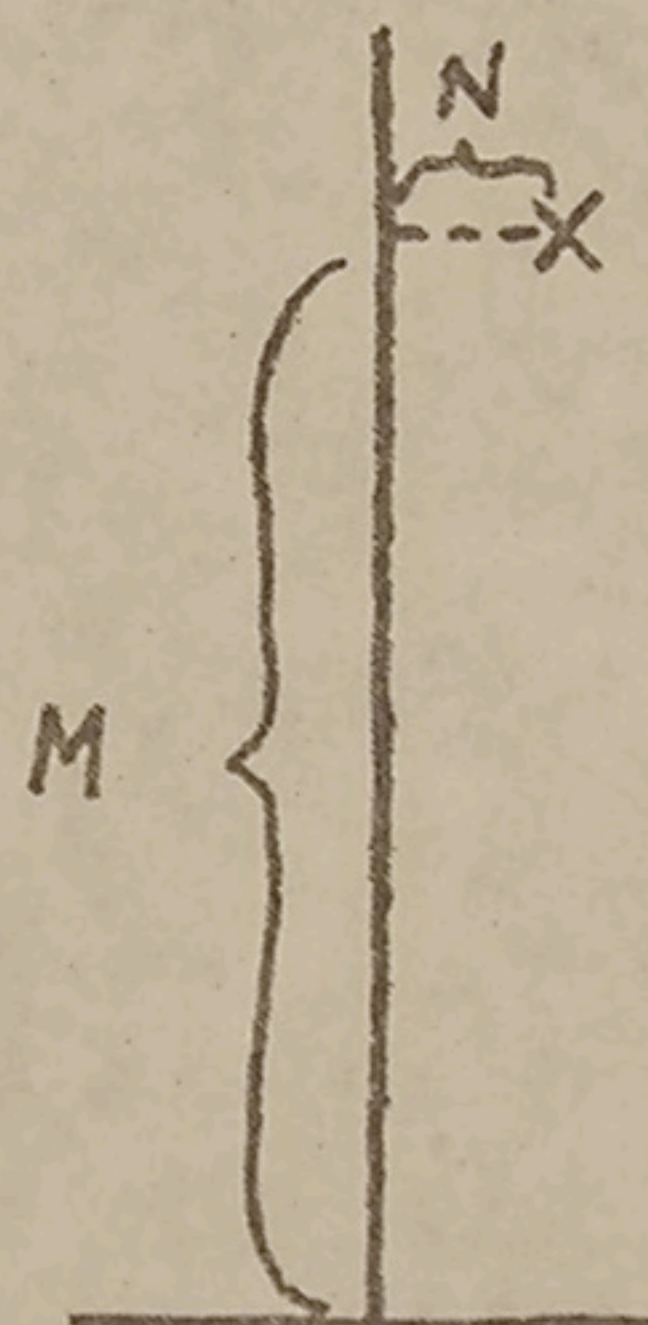
EVENT #5: FLYCASTING FOR DISTANCE AND ACCURACY

TIMING will start at a signal given by an official (the contestant may start with the fly line out) and timing will be terminated after three minutes. Timing will be interrupted if the fly snaps off, but will not be interrupted for a knot in the leader or fly line.

Note that:

- the officials will mark as many casts as the contestant desires, and it is not necessary to reel in the line after each cast,
- the cast does not count if the contestant crosses the foul line,
- the score is determined according to this diagram:

ok



$$\text{Score} = M - N$$

EVENT #6: AXE THROW

- A. The purpose of this event is for a team member to throw an axe for accuracy at a stationary target.
- B. Each team will enter a man who may not compete in Chainsawing, Dot Splitting, Pulp Throw, Chain Throw, or Flycasting.
- C. The axe must have at least a 2 lb. head and have a handle at least 24" long, as measured from the top of the axe head.
- D. The target will be a cross-sectional piece of a log at least 24" in diameter, placed a minimum of 20' from the throwing line. The bull's-eye will be 5' above the ground.
- E. Procedure
 - 1. Each contestant will be allowed two practice throws before taking his three official throws.
 - 2. The axe must remain stuck in the target until removed by the judge.
 - 3. The decision of the judge is final.
- F. Scoring
 - 1. The target will be divided as follows:

6"	diameter (bull's-eye)	33 points
12"	diameter	25 points
24"	diameter	15 points
	1 point for entering	
 - 2. A strike landing between two circles will be awarded the highest point score.
 - 3. Crossing the throwing line before the axe strikes the target will result in no score for that throw.

EVENT #6: AXE THROW

Note that:

- unlimited practice throws are permitted at the practice target.
- rule change: there will be four official throws, scored as follows:

OK

OMIT THIS →

6" diameter (bull's-eye)	25 points
12" "	15 points
24" "	10 points

~~omit "1 point for entering".~~

- points are scored only when evaluated at the target by the judge. He should take time to examine the target -- a strike is counted where the axe remains embedded in the target.
- Danger. Make sure that spectators do not unwittingly walk near or behind the target.

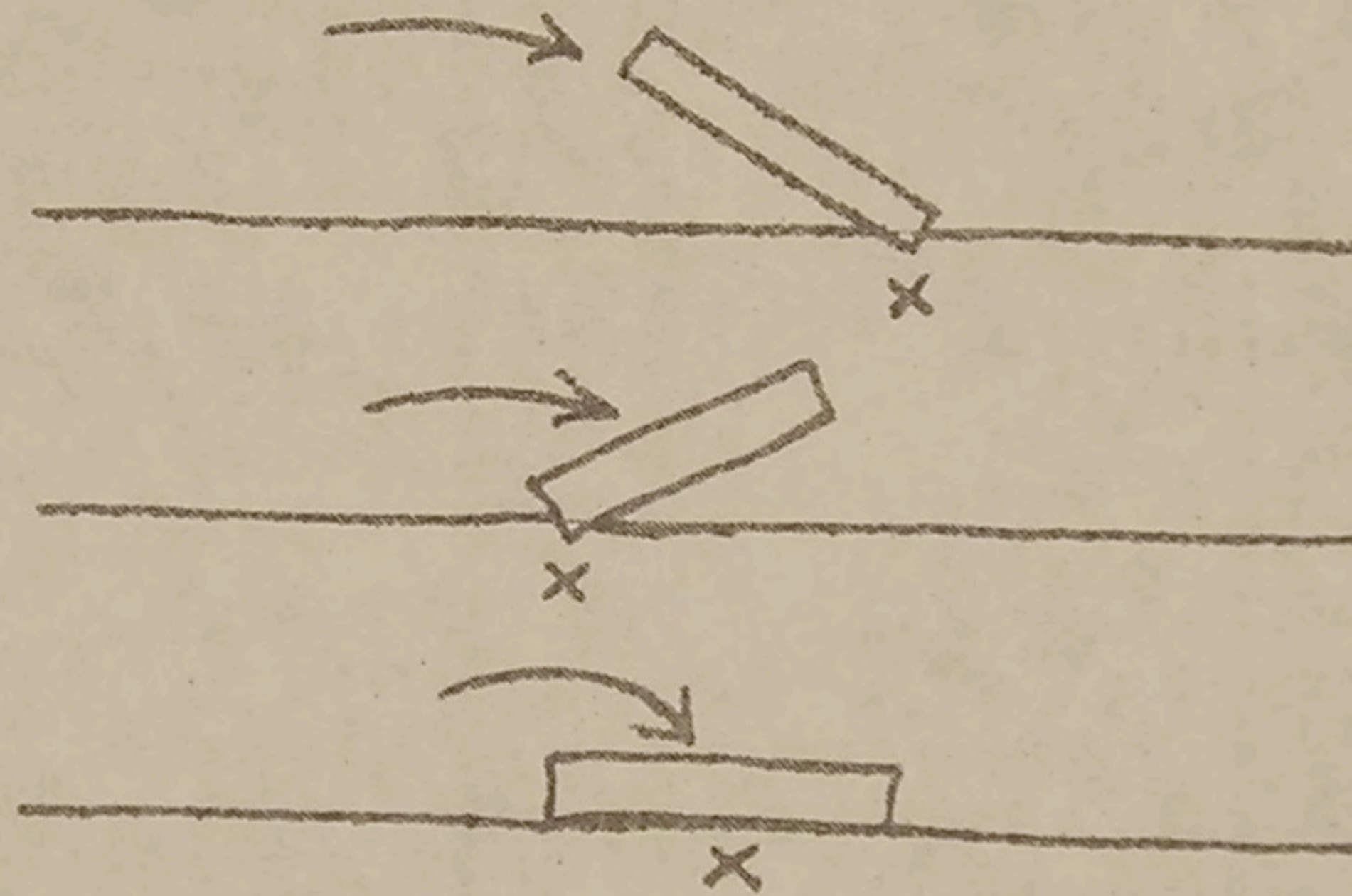
EVENT #7: PULP THROW FOR DISTANCE

- A. The purpose of this event is for a team member to throw a 4' stick of hardwood pulp for distance.
- B. Each team will enter a man who may not compete in Chainsawing, Dot Splitting, Axe Throw, Chain Throw, or Flycasting.
- C. A pulp hook may or may not be used, but will not be supplied.
- D. Procedure
 - 1. A contestant may use any style he desires in this event.
 - 2. A 10' running start will be allowed.
 - 3. A contestant may not step on, over, or fall over the foul line until the judge so indicates. The competitor must display control over his movement after the throw, rather than balancing momentarily and then perhaps falling over the foul line.
 - 4. A contestant will be allowed one practice throw.
 - 5. The pulp log must land within a 15' wide avenue extending from the foul line or else the throw will not count.
- E. Scoring
 - 1. Total distance from the foul line to the point at which the pulp stick first breaks ground will be considered the distance for that throw.
 - 2. Scoring will be based on the best of three throws.

EVENT #7: PULP THROW FOR DISTANCE

Note:

- one official should watch only the feet of the contestant. If he steps over the line, or balances and then falls over, that throw may not be scored.
- check that the log lands within the ^{20' wide alley} marked avenue (or else that throw may not be scored).
- the distance of the throw is marked where the log first breaks ground. The following sketch illustrates this (the "X" marks the spot to measure):



EVENT #9: CHAIN THROWING

The object of this event is for one team member to roll a 200 link chain without the use of a reel in the shortest possible time. The neatness of the roll and the appearance of the chain after it has been unrolled are also scored in this event.

- A. Each team will enter a man who may not compete in Chainsawing, Dot Splitting, Pulp Throw, Axe Throw, or Flycasting.
- B. The chain will be stretched out before the event starts.
- C. The participant is required to roll the chain on an eight link coil and secure both ends (Note: second tie must be made after the chain has been thrown) and place the in rolled form on the ground for inspection by the judge.
- D. The participant then, at the direction of the judge, unrolls the chain for examination in the unrolled condition.
- E. The time taken from starting signal until the chain is placed on the ground for inspection provides the fastest contestant with 50 points and proportionate points to the other participants. Thirty-five (35) points are allotted to the judging of the neatness of the roll as it is examined by eye and manual inspection. An additional 15 points is awarded on the basis of the appearance of unrolling the chain and as it lays on the ground after unrolling.

Notes:

1. Make clear to the competitor that he rolls an eight (not ten) link coil.
2. Clock starts on judge's command.
Clock stops when rolled chain hits the ground.
3. Rule Change:

This is in this year's rules → Velcro ties will not be allowed.

35 Pts

1-2 Loops	1 1/2" cut	- 5
2 +	"	- 10
1 Kink (twist)		- 20
2 and more		- 25

15 Pts.

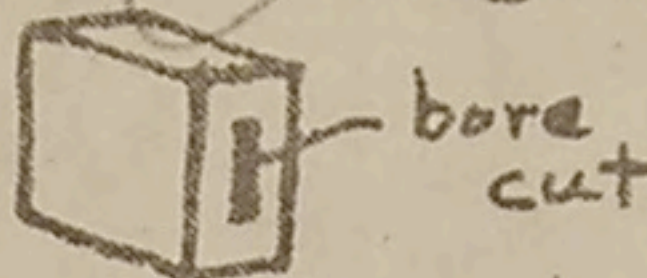
*Unroll without Kinks
OK*

date
EVENT #10: CHAINSAWING

- A. The purpose of the event is for one team member to make a boring cut and to cut a block from the cant by the use of a power saw in the shortest possible time.
- B. Each team will enter a man who may not compete in the Flycasting, Axe Throw, Pulp Throw for Distance, Dot Splitting or Chain Throw events.
- C. The chainsaw will be provided.
- D. Procedure
 - 1. The saw will be running for each contestant.
 - 2. The entrant must pick the saw up from the ground and make three cuts in the designated portion of the cant: one boring cut, a cut halfway through the cant from the top, and another one from the bottom so that they meet and cause a block to be cut from the cant.
 - 3. Total time will be from when the saw is lifted from the ground until the block is severed from the cant.
 - 4. The entrant may enlist any means he desires to insure the cant is resting securely on the saw horse.
- E. Scoring
 - 1. Points will be awarded on the basis of the total time for the three cuts.
 - 2. If in the course of the boring cut the saw should come out of the designated area, the contestant must repeat the cut, with the clock running, before going onto the other two cuts.
 - 3. If in the course of the event an entrant should touch the saw chain to the ground, he shall be penalized 50% of his total time, and the chain will be resharpened for the following contestants.
 - 4. Damage through negligent operation of the saw will be the financial responsibility of the contestant and/or his sponsor.

EVENT #10: CHAINSAWING

Notes:

1. An official should mark the segment of cant to be sawed off.
2. Rule Change: Touching the saw chain to the ground for whatever reason shall result in a penalty of 50% of the clocked time.
3. Any bore cuts that come out of the top or bottom may be redone. (To avoid disqualification, they be redone.)
4. The bore cut is separate from the two straight cuts. The finished disk is a "doughnut" containing the bore cut:

5. The two straight cuts, one from the top and one from the bottom, may be done in either order. The judge shall signal when the first cut is half way through the cant.
6. If the second straight cut does not meet the first one, one of them must be redone. The contestant may not make a full cut through.
7. Practice Cut:
The judge shall mark a 4" section of practice log. The contestant may make whatever cuts he likes therein. The purpose of the practice cut is to become familiar with the saw.
8. Safety. A broken chain is lethal, so stand to the side and keep the spectators at a good distance.

- A. The purpose of this event is to fell a red pine pole as rapidly and as accurately as possible.
- B. Two men from each team who have not competed in the Scoot Loading or Water Boil events will be entered.
- C. Each man may have an axe. DOC will supply the target - a wooden stake.
- D. Procedure
 - 1. Prior to the start the entrants will place the stake in the ground not less than 10' from the base of the pole.
 - 2. The stake will be placed perpendicular to the ground.
 - 3. The pole may be brushed lightly with a wire brush if desired. It may also be marked with crayon.
 - 4. The first man will chop the front cut. The second man will chop the back cut. The first man may not chop again once the second man has begun his cut. The men may not chop concurrently.
 - 5. The cuts will be placed between two lines drawn on the pole by DOC. The pole may not be touched (intentionally) outside of these lines. The pole may not be pushed with the axe handle or by the participant's hands or body.
 - 6. The pole may be guided with the axe blade sunk into the cut.

E. Scoring

- 1. This is a 100-point event. Fifty (50) points will be awarded to the fastest time. Other scores will be awarded proportionately.
- 2. Points for accuracy will be awarded as follows: (a) hitting the stake = 50 points, (b) within the nearest foot = 45 points, (c) nearest 2 feet = 40 points, etc.
- 3. Scoring will be based on the perpendicular distance from the pole to the stake. Points for accuracy and for time will be totaled for the final score.

EVENT #11: FELLING FOR ACCURACY

Notes:

1. No bark may be stripped from the pole.
2. Rule Change:
The stake is to be placed not less than 20' from the base of the pole.
3. Clock starts with announced starting signal. Clock stops when pole hits the ground.
4. Points for hitting the stake are awarded only on the downward plunge. (not on a bounce.) Grazing the side of the stake counts as a hit.
5. Distance from log to stake is measured from where log hit originally. If log bounces, it should be moved back to original position before measuring.
6. Measurement is made from the center of the pole, to the stake.
7. Judges should watch that second man does not start before first is finished.
8. The pole may not be pushed over.

EVENT #12: SCOOT LOADING

- A. The purpose of this event is to load three logs on a scoot for speed.
- B. Each team will enter two men who shall not compete in the Fire Building event and the Felling for Accuracy event.
- C. Special Equipment
 - 1. Each two-man team will use peavies or cant hooks in rolling the logs.
- D. Procedure
 - 1. The two participants will stand behind the starting line 25' from scoot.
 - 2. When the judge starts the event, either one or both men will run up to the scoot and remove the stakes from the iron pockets and lay them on the scoot like a ramp.
 - 3. The logs are then rolled onto the scoot, balanced, and then the stakes are put back into the pockets.
- E. Scoring
 - 1. Failure to have in hand the peavy or cant hook at all times shall result in disqualification, unless it is adjudged that the peavy was trapped by the rolling log. (Except as noted in the comments below.)
 - 2. The time shall run from the starting signal until the placement of the stakes inside the iron pockets after the scoot has been loaded.
 - 3. Timing for this event will not be stopped for any reason other than team withdrawal or completion of the event.
- F. Comments
 - 1. The contestants need not have hold of the peavy when removing or replacing the stakes.
 - 2. For each log dropped inside the scoot and left there, a 1 minute and 15 second penalty will result.
 - 3. Each team is responsible for unloading the scoot and returning the logs to the starting line.
 - 4. For each log not balanced, a 15-second penalty will be assessed.

NOTE: Eighteen inches (18") on each end of the logs will be beyond a notched line which must be outside the outer edge of the scoot; if this condition is met then the three logs will be balanced on the scoot.

EVENT #12: SCOOT LOADING

Notes:

1. Contestants must use peavies.
2. Contestants may not pick up logs and simply carry them.
3. The three logs must initially be located inside a starting box -- within that, they may be arranged any way.
4. The judge should vocally indicate if logs are balanced.
5. This is very important. Usually when this happens, the competitor drops his peavy to balance the logs. This will result in disqualification. So, one judge should watch hands on peavies, and the other should watch for balance.
6. Time stops when both stakes have been placed in pockets.
7. A third team member may stand on the scoot to direct.
8. Keep spectators at a safe distance. Logs may fall from the scott with crushing force.

EVENT #13: FIRE BUILDING

- A. The purpose of this event shall be to boil a given amount of soapy water in the shortest time with the use of an axe or a knife (blade no longer than 10") or both.
- B. Each team shall enter two men who may not compete in the Felling for Accuracy or Scoot Loading events.
- C. Special Equipment
 - 1. The number of the bolt of firewood and the placement of the fire will correspond to the number initially drawn at the first captains' meeting.
 - 2. No other material or wood may be used in the fire other than the red cedar bolt provided.
 - 3. Three wooden matches shall be provided for each entrant team by the committee. If three matches are not enough there will be a judge located some distance away with matches. One man from the team may get one match from the judge. He may return for more if needed, but there will be only one match given per trip.
 - 4. Any type of axe may be used.
 - 5. Cans will be provided.

D. Procedure

- 1. At the starting signal, the team of entrants shall start to build their fire. The red cedar bolts may not be cut or peeled prior to the signal for the beginning of this event.
- 2. You have two options in the placement of the can: (a) it may be placed on the ground or (b) hung from an axe that you will provide.
- 3. The cans may not be tilted, but must be perpendicular to the fire and remain perpendicular throughout the event.
- 4. Once the fire is lit, the only adjustment of the can allowed would be the readjustment of the can to a vertical position.
- 5. If, during the event, any water is lost from the can total disqualification will result.

E. Scoring

- 1. The entrants will be timed from the starting signal until the soapy solution boils over the edge of the can, or until a team withdraws from the event. Points will be awarded to those teams who boil water over their can only within 15 minutes of the team which boils water over their can first.

Notes:

- 1. Only the two entrants may be near the fire (no others to block wind.)
- 2. The can may be placed on the ground or hung from an axe or hatchet buried in a piece of scrap wood of moderate size.

EVENT #14: SPEED CHOPPING

- A. The purpose of this event will be to chop through an 8" x 8" white pine cant for speed.
- B. Each team shall enter three men who may not compete in the Splitting event.
- C. Procedure
 - 1. Cants may be marked out for cutting prior to the starting signal.
 - 2. The cant must be cut completely through before next chopper may begin. All three men will chop in order. A 15-second penalty will be levied if the second or third man commences chopping early.
 - 3. Entrants may elect to stand on the cant or on the ground while chopping.
- D. Scoring
 - 1. The team score for this event shall be determined from timing, which will be from the starting signal until the third cut is completed.
 - 2. Timing for this event will not be stopped for any reason other than team withdrawal.

EVENT # 14: SPEED CHOPPING

Notes:

1. Watch that one man cuts all the way through before another starts.
2. Contestants may not hit the cant in the chopping area before the go signal. (They may touch the corners.)
3. After contestants 1 and 2 stop, they cannot touch their cants again.
4. If a contestant breaks an axe handle, he may continue chopping after obtaining a new axe. The same axe may be used by more than one team member.
5. Timing begins with an announced signal and ends when contestant #3 chops completely through his cant.
6. Danger. Axe handles frequently break, sending a razor-sharp axe-head through the air. Do not stand in line with the axe-man's swing, and keep the spectators at a large distance.

EVENT #15: SPLITTING

- A. The purpose of this event will be to split nine (9) hardwood bolts into four (4) pieces each; each participant will split one birch, one maple, and one white pine bolt.
- B. Each team shall enter three "participants" who may not compete in the Speed Chopping event.
- C. Only one axe per man may be used except in case of handle breakage when a standby axe may be used.
- D. Procedure
 - 1. Each entrant shall quarter three hardwood bolts. A minimum of four (4) pieces will be split from each bolt.
 - 2. Each quarter piece must run the full length of the bolt and must show some portion of the painted circle.
 - 3. The first man will begin at the starting signal. The second and third men respectively may not begin until the man preceeding him has completed his splitting. Once the second and third men respectively have begun splitting the first and second men may not chop, split or handle the split pieces in any fashion. The time will stop when the third man notifies the timer.
 - 4. Each entrant, during his/her phase of the event, may use his/her feet in the process of splitting. One hand may be used to handle the wood while maintaining contact with the axe with the other hand. No quarter may be obtained by tearing the wood apart with the hands.
 - 5. Each quarter to be counted as a split piece must be free of attachment with any other piece.
- E. Scoring
 - 1. Failure to split a bolt shall result in a penalty of 30 seconds for each quarter failing to meet the required specifications.
 - 2. The team score shall be determined by the total time for the three team entrants to quarter split three bolts each.

EVENT #15: SPLITTING

Notes:

1. Entrants may draw guide lines on the wood for chopping, but they must be in blue, black or green. No orange or red crayons may be used or the team will be disqualified.
2. Make sure judges keep an eye on the quarters from each bolt; don't allow an entrant to mix the pieces (he must not mix 5 legal pieces from one log with only 3 from another).
3. The second and third men may not go back to split any previous man's bolts.
4. Each quarter piece must contain a flat portion of the bottom face of the log, as well as a portion of the painted circle on top.
5. The judge will check and count quarters after the contestants are finished.
6. Timing will start with the announced signal and will terminate when the third contestant tells the timer that he is finished.

- STANDARDS FOR ACCURACY (DOT SPLITTING)
- A. The object of this event is for one team member to strike the most central part of a bolt of wood with one full swing of an axe.
 - B. Each team will enter a man who may not compete in Chainsawing, Axe Throw, Pulp Throw for Distance, Flycasting and Chain Throwing.
 - C. Any type of axe may be used.
 - D. Procedure
 1. On each of ~~three~~^{four} bolts of wood, a 1/4" dot will be found.
 2. Each entrant must take a single, complete swing at each bolt, attempting to come as close as possible to the dot. The entrant must remain standing.
 3. A complete swing of the axe will be that swing in which the head of the axe rises above the head of the contestant, and strikes the bolt on the next downward motion.
 4. No practice swings which strike the bolt may be taken.
 - E. Scoring
 1. The bolt must be split.
 2. There is no time element in this event.
 3. A perfect strike (splitting the dot) on any of the three bolts will be awarded ~~33~~²⁵ points.
 4. Misses will be scored as follows:

Within 1/4"	- 25 ¹⁵ points
Within 3/4"	- 15 ¹⁰ points
Over 3/4"	- no points
 5. Decision of the judge is final.

Note that:

- no practice swings which strike the bolt may be taken,
- in the swing, the head of the axe must rise above the head of the contestant,
- the bolt must be split sufficiently to be pulled apart easily by the judge.

EVENT #16: BUCKSAWING

A. The purpose of this event shall be to cut through an 8" x 8" white pine cant with a bucksaw for speed.

B. Each team shall enter all six men.

C. Equipment

1. Only one bucksaw may be used by a team for this event.

2. A second blade may be used to replace a blade broken during the event but total time will still be used. If the blade breaks a second blade must be installed in the original frame.

3. All teams will use the setups provided by the sponsoring school, but the height of the sawhorses may be adjusted by the team. Chains, binders, and wedges may be used to secure the cant, but will not be provided. No more than four official team members will be allowed to secure the cant during the event. No nails will be allowed. The setups may not be taken apart. All adjustments must be made prior to the starting signal.

D. Procedure

1. Each member of the team must cut two complete discs from the cant.

2. The cant may be brushed and marked for cutting prior to the starting signal.

3. All cuts will be made within the prescribed area on the cant.

E. Scoring

1. Each cut must fall the entire depth of the 8" cant. Any cutouts must be restarted unless the resulting pieces from the initial cut can be fit together forming a full 8" x 8" square to the satisfaction of the head judge. A 15-second penalty will be levied for each cut failing to meet these requirements.

2. The team score will be determined from the timing for this event which will be from the starting signal until the 12th disc hits the ground.

3. Once started the timing for this event will not be stopped for any reason other than team withdrawal from the event.

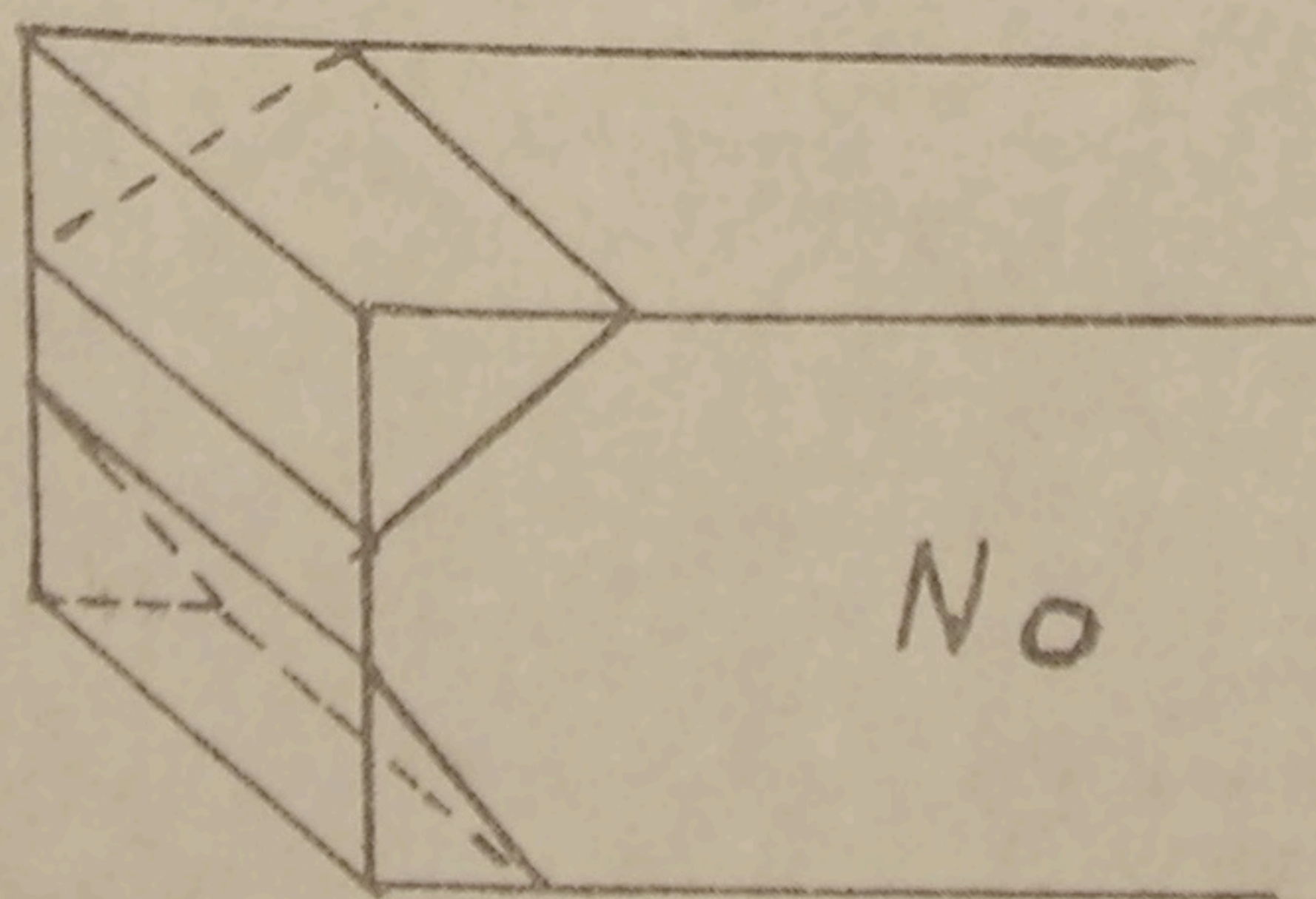
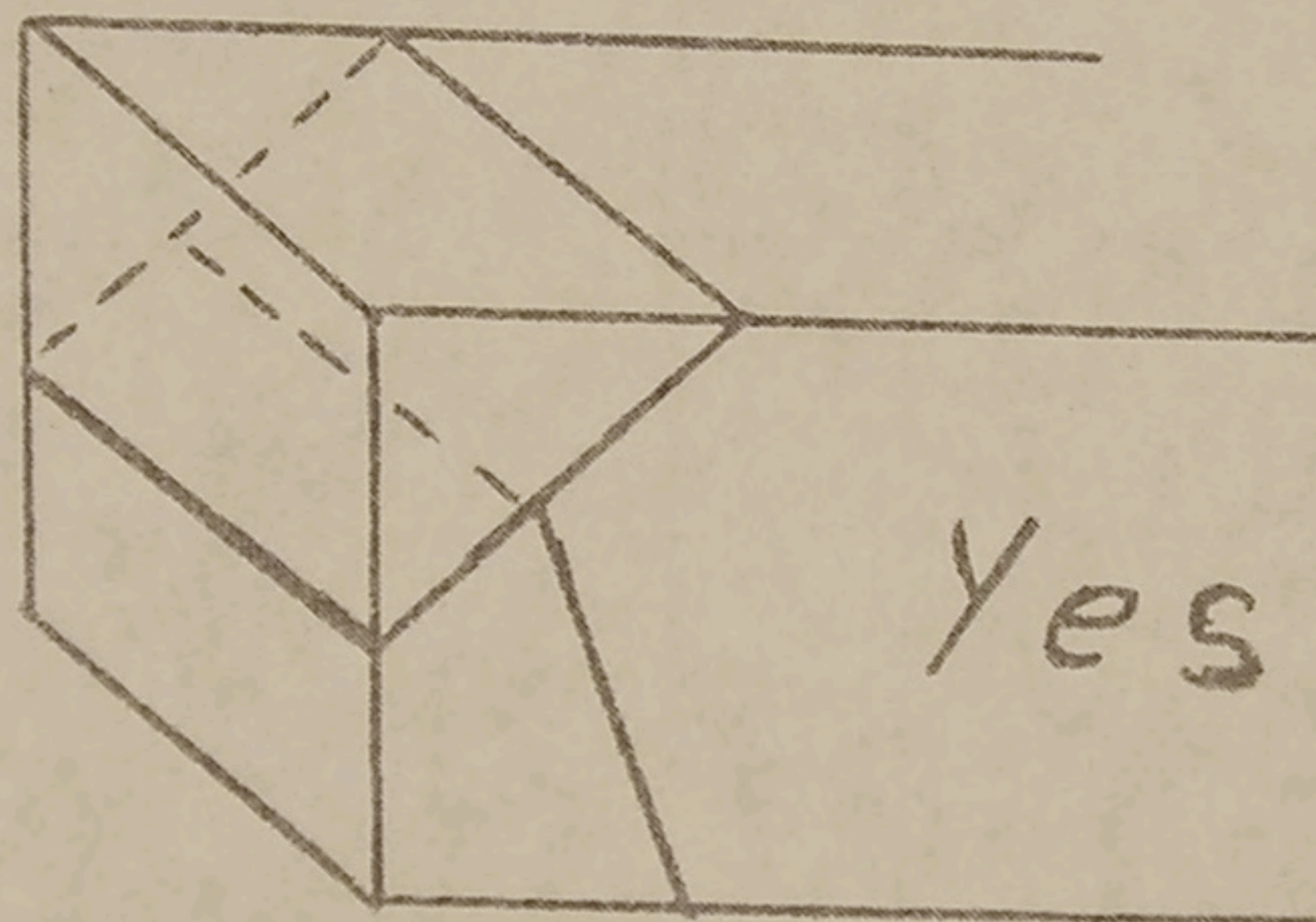
EVENT #16: BUCKSAWING

Notes:

1. Rule Change:

Clock stops when last cookie separates (not when it hits the ground). Timing starts with an announced signal.

2. The two cuts by each team member must be consecutive.
3. Lubricant may not be applied to the blade during the event.
4. Judge must say immediately whether or not a cookie is good.
5. A contestant may restart a cut provided that the pieces fit together to form a complete cookie:



EVENT #16: CROSS-CUT SAWING

A. Purpose: The purpose of this event is for all six team members, in three cross-cutting pairs, to make nine cuts on an 8" x 8" pine log as quickly as possible.

B. Entrants: Each team will enter all six team members.

C. Equipment and Set-Up: The log and sawhorse set-up for this event will be the same as for the buck sawing. Also, the log may be brushed and marked as in the buck sawing event.

Any type of cross-cut saw may be used. A spare saw may be kept handy. If a handle comes off during the contest, it may be put back on and sawing continued. If the saw actually breaks, the spare saw may be used. The spare saw may not be used if a handle comes off the first saw, and the spare may be used only with the consent of the judge.

D. Procedure:

1. This event will be run as a three-pair relay, in the same

manner as the log rolling.

2. The start will be as described in General Rules #13 and #14.

3. At the starting signal, the first pair will begin and make three complete cuts, and then hand the saw to the second pair. The second pair will make three cuts of their own, and then pass the saw to the third team who will make the final three cuts. The timing for this event will run from the start until the ninth complete disc separates from the log.

4. Complete discs are as defined in Procedure #4 of the Buck Sawing rules.

E. Scoring: Each team's score for this event will be determined by the elapsed time from the start until the ninth disc separates from the log, plus any additional time for penalties as follows:

a) Each disc not meeting the requirements of a full disc: 20 seconds.

b) Using a spare saw without the permission of the judge: 1 minute and 30 seconds.

EVENT #17: CROSSCUT SAWING

- A. The purpose of this event shall be to cut through an 8" x 8" white pine cant with a two-man crosscut saw for speed.
- B. Each team shall enter three 2-man crosscut pairs. All six team members will take part in this event.
- C. Special Equipment
 1. Only one crosscut saw will be used by a team throughout this event. The same saw will be used by each two-man crosscut pair.
 2. The cant may be wire-brushed and marked for cutting prior to the starting signal. All cuts will be made within the prescribed section on the cant.
 3. All teams will use the setups provided by the sponsoring school, but the height of the sawhorses may be adjusted by the team. Chains, binders, and wedges may be used to secure the cant, but will not be provided. No more than four official team members will be allowed to secure the cant during the event. No nails will be allowed. The setups may not be taken apart. All adjustments must be made prior to the starting signal.
 4. At the starting signal the first crosscut pair of each team will begin cutting three discs. At the completion of the third disc the second crosscut pair will cut three discs. At the completion of the sixth disc the final pair will cut three discs, totaling nine discs. The timing will stop as the ninth disc hits the ground.
- D. Scoring
 1. The total time from the starting signal until the third two-man crosscut pair finishes its third disc will be used to determine the team score.
 2. Once started the time of a team will not be stopped for any reason other than team withdrawal from the event.
 3. Each cut must fall the entire depth of the 8" cant. Any cutouts must be restarted unless the resulting pieces from the initial cut can be fitted together to form a full 8" x 8" square. The team judge will make the final determination on the spot at the completion of the event. A 15-second penalty will be levied for each cut failing to meet those requirements.

Notes:

1. Rule Change:
Timing will stop when the final disc separates.
Timing begins with an announced signal.
2. No lubricant may be applied to the saw during the event.
3. Guidelines for a legal cookie are the same as in bucksawing.

EVENT #18: PULP THROWING (FOR ACCURACY)

- A. The purpose of this event shall be to throw pulpwood between two sets of stakes 20' apart. The event will be judged on total time.
- B. Each team shall enter all six of its members.
- C. Pulp may be thrown with or without the use of pulp hooks.
- D. Procedure
 - 1. Number 1 man shall throw the four pieces of pulp, one at a time, his foot not crossing the line between the stakes in his pit on any throw, from pit "A" to number 2 man at pit "B".
 - 2. Number 2 man shall not retrieve the pulp until the fourth piece lands and comes to rest, at which time he shall retrieve and throw the pulp back to pit "A" and number 3 man, etc.
 - 3. The pulp will be thrown until a total of 48 points has been accumulated by the six-man team.
 - 4. Any violation of the above procedure will result in a violation of 20 seconds.
- E. Scoring
 - 1. A point will be earned by a team when a piece of pulp lands and stays between the set of stakes in a pit.
 - 2. The cumulative running score for each team during the course of the event will be calculated. A point will be awarded for each bolt showing on both sides of the upright stakes.
 - 3. The team score shall be determined from the total time taken to amass 48 points; time limit is 12 minutes.

EVENT #19: LOG ROLLING

- A. The purpose of this event shall be to roll, with the aid of peavies or cant hooks, a log over a course for speed and accuracy.
- B. Each team shall enter all six of its men.
- C. All entrants must supply their own peavies. Any number of peavies may be used.
- D. Procedure
 - 1. Prior to the starting signal, the log shall be resting against both stakes at one end of the course.
 - 2. At the starting signal, the first two competitors shall roll the log with their peavies to the far end of the course where the log must hit the two stakes, not necessarily simultaneously, or be peavied into position until this requirement is met.
 - 3. The second team of entrants, at the signal from the judge, shall roll the log to the other end and meet the same requirements, and so on until the third team completes the course.
 - 4. One team member may be on course giving instructions to those team members rolling the log.
- E. Scoring
 - 1. The peavy shall be in contact with the log or in the competitor's possession at all times. No penalty if peavy is accidentally dropped. As long as this requirement is met, feet and hands may be used to control the log.
 - 2. The team score for this event shall be determined from the total time taken to make the three rolls of the log.
- F. Comments
 - 1. No team shall peavy the log prior to entering the actual competition.
 - 2. The log shall start from the same end of the course for each team and shall be returned to the starting end for the next team by the finishing competitors.
 - 3. The log will be placed into same position for each team.
 - 4. All team members (two at either end) must stand behind the log until starting signal is given.

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 - 3. The second team of entrants, at the signal from the judge, shall roll the log to the other end and meet the same requirements, and so on until the third team completes the course.
 - 4. One team member may be on course giving instructions to those team members rolling the log.
- E. Scoring
 - 1. The peavy shall be in contact with the log or in the competitor's possession at all times. No penalty if peavy is accidentally dropped. As long as this requirement is met, feet and hands may be used to control the log.
 - 2. The team score for this event shall be determined from the total time taken to make the three rolls of the log.
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 - 1. No team shall peavy the log prior to entering the actual competition.
 - 2. The log shall start from the same end of the course for each team and shall be returned to the starting end for the next team by the finishing competitors.
 - 3. The log will be placed into same position for each team.
 - 4. All team members (two at either end) must stand behind the log until starting signal is given.

EVENT #19: LOGROLLING

Timing:

Clock starts on judge's signal.

Clock stops when 3rd two man team has hit both finish stakes with log. (Not necessarily simultaneously.)

Note:

1. Log should be rotated to proper position (arrow facing in same direction) before each start.
2. Log cannot be lifted over obstacle stake.
3. Log must touch stakes with rounded length of log, not with flat end.
4. Judge should be very clear (and vocal) as to when contestants have hit both stakes.
5. Judges should make sure that the stakes stay firmly planted.